SOFE 4850U
UI Final Project Progress Report

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Final Project Group 10

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Final Project Progress Report

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Figma File Link

https://www.figma.com/design/SKkr30fcU2kQBnvOEi9ByM/UI-Final-Project-Progress?node-id=0-1&node-type=canvas&t=vEHlvMRLZiK3PBLg-0

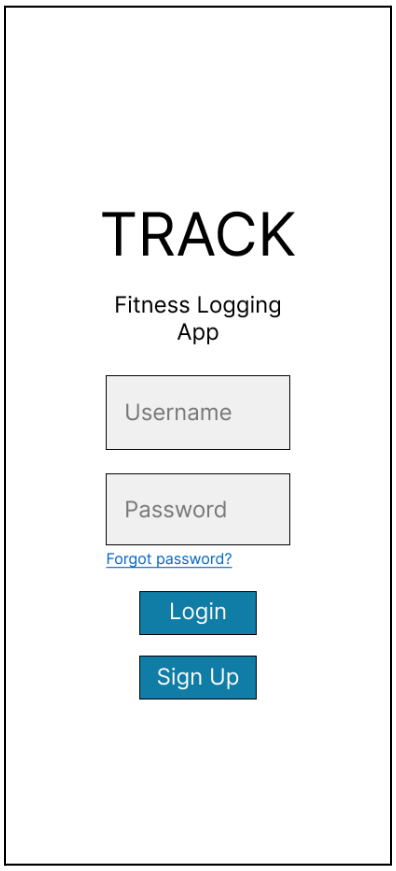
Summary of Initial Proposal

The previous submission (proposal), detailed a mobile UI for tracking fitness workouts, where the user should be able to record their fitness workouts. The UI should be interactive through a mobile screen, and exhibit properties and functions that are commonly seen in other mobile applications to avoid confusions. The UI will have multiple pages to help separate functionality; to aid in usability. Research was conducted on consistent gym athletes and stakeholders have expectations like an easy interface with a small learning curve, a clear pattern of causality, and the app to be rich in features like keeping track of exercises.

Pages

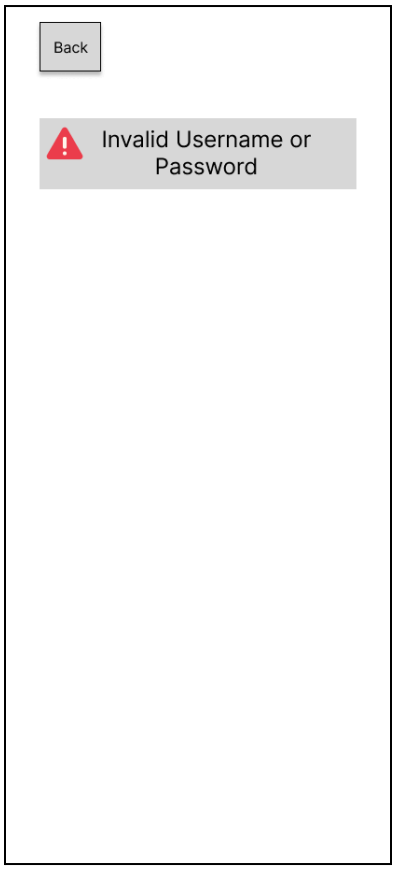
Authentication Page

Login Page



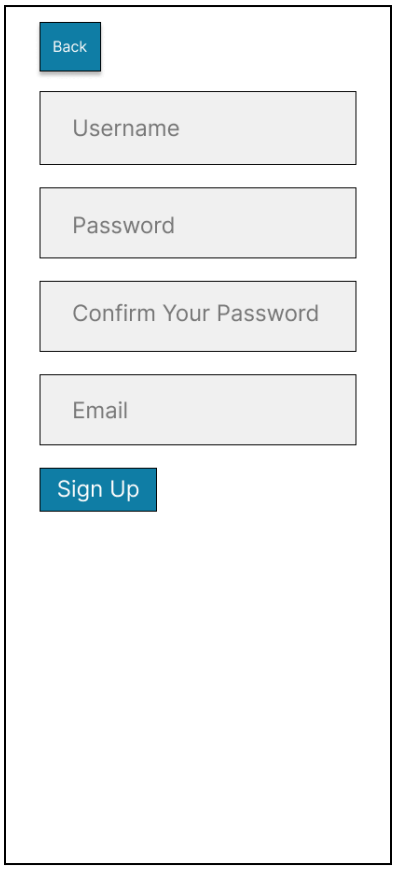
The first page that the user will encounter is this login page. To create a design with the most transfer effect, the title and subtitle are at the top, with username and password entry fields below respectively with a “Forgot Password” link. Finally, there are buttons for both login and sign up. To create a visually cohesive and harmonious appearance, all the entries are center-aligned. The elements with similar purposes (username/password, login/sign up) are colour-coded to make it easier for the user to differentiate between distinct purposes and create intuitive mapping.

Login Failed



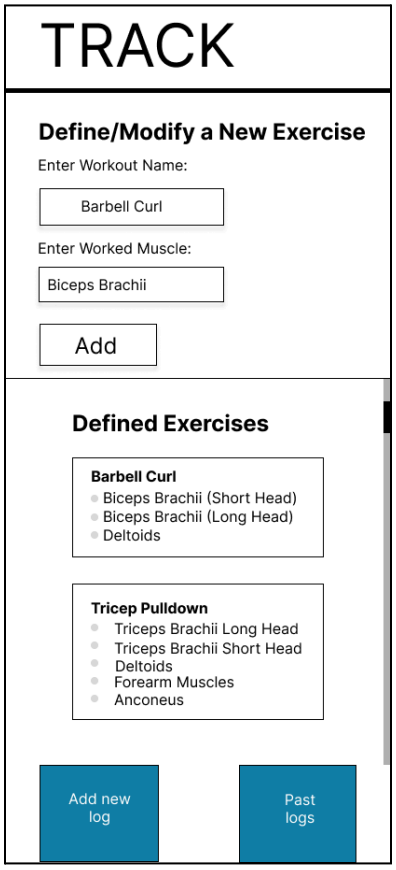
In the event of a failed login due to an incorrect username/password combination of any kind, the user will be forwarded to the “Login Failed” page, which simply shows a notification that their login was unsuccessful. The triangle icon with the exclamation mark in the middle is one that a user should recognize as a warning icon as a transfer effect. A simple “Back” button near the top is placed for optimal viewing near the notification, allowing the user to return to the login page.

Sign Up Page



The sign up page was designed to appear harmonious and visually consistent. The buttons are left aligned on a consistent margin, and the text entry fields are center aligned with the left edge matching the buttons' left edge for a consistent appearance. The hints for each text field appear in each one respectively for users to enter intuitively. All elements on this page have consistent vertical spacing to achieve a balanced and consistent interface.

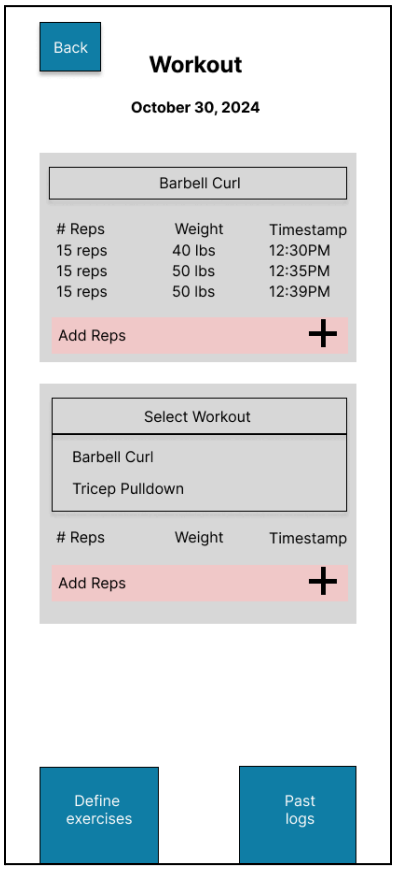
Define/Modify a New Exercise



Following a user's log in or sign up, they are able to define or modify a new exercise. This page is divided into three sections. The TRACK logo appears in the topmost section. The second section allows the user to specify the identifying information for this workout. This allows them to view the name of the workout and the specific muscle they worked on, with an Add button below. The third section of the page shows lists of defined exercises. The scroll bar on the top shows that there is a longer extensive list of exercises that the user can scroll through. Finally, at the bottom of the page, two equally-sized buttons allow the user to choose between adding a new log, or referring to their previous logs.

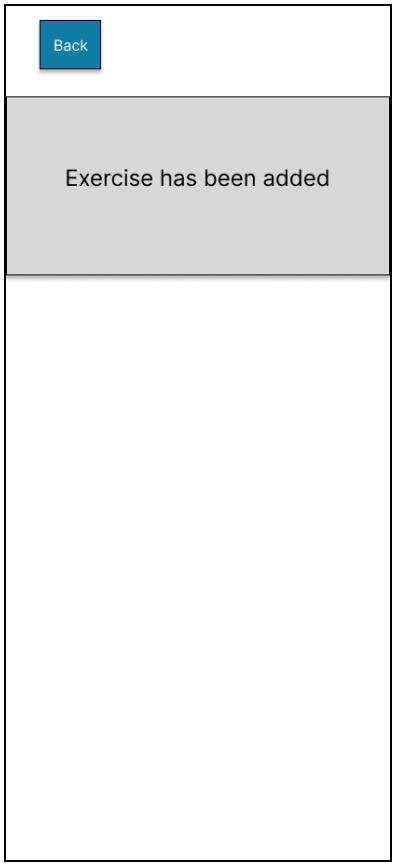
Add New Log Page

Adding a New Log



The Add New Log page makes it easy to record workouts. Users can click the plus button to add reps and select the exercise type from a color-coded menu. This design allows for quick entry of reps, weight, and other details, ensuring efficient logging. The color-coding helps distinguish each button's function, reducing confusion. Additionally, centered input fields and tables for each exercise create a clear and user-friendly layout, making it simple to track fitness progress.

Successfully Adding a New Log



This is the page that the user is directed to after successfully adding an exercise. There is a great indication that an exercise has been added, and no strong colours are used to indicate that this is a calm and successful message. There is a back button so that the user can navigate to conduct other activities within the application after they are done processing this page.

Past Logs Page

This is the “past logs” page. This page is designed to allow the user to view their previous logs in a linear fashion by various categories. The trackings are automatically sorted by date, with the most recent logs appearing at the top in reverse chronological order. There are menu options at the top for choosing specific workout categories, such as weights, running, and mixed cardio. The trackings that are shown below highlight the most critical information. The date appears at the top as the most important piece of information. Then, the type of exercise is highlighted in a box to add importance. Other details like the number of reps, weight, and timestamp are included in a list that the user can choose to scroll down. The workouts are spaced consistently with a light grey background visually separating them.

Usability

Maximizing the usability of the fitness tracking application plays a key role in a rich user experience. The design of this application considered spacing between components. Spacing for components related to each other are consistently spaced together to help users identify components that relate to each other. The UI is very simple and clear to read to help increase the learnability. Once logged in, users have 2 buttons that lead to other pages with labels explaining what page they reroute to. The buttons will increase the effectiveness of the user

letting them quickly navigate to other pages at all times. To increase causality, pop up alerts were added to when an exercise was added or an invalid password/username was entered.

Colour

Colour plays a key role in a rich experience in any application. Ensuring colour consistency in the application and utilizing coordinating colours aid in the user's experience in any application. Colour was one aspect that was considered in the design of the fitness tracking application. The colour blue was used to indicate buttons for page navigation, and was consistently used across pages, so that the user can subconsciously deduce that a blue box is a clickable element, and that the colour blue is a call to action. Black was used as our text so that it can act as an accent colour to white and grey, which are our two background colours. Our furthest background is white, so that our secondary background colour, grey, can pop out more than our primary background colour. Bold text is used as a title for sections, to indicate that a particular text acts as the title for a particular region in the application. Black as our colour for borders also plays a role in contrasting a particular section from the background.

Memory

Another thing that was considered during the design of this application was learnability, positive transfer, and perceived affordance. Learnability was an important concept to be applied in this application, where every action should have feedback and causality, so that correct actions are reinforced and will be repeated in the future. Positive transfer was considered, components like the bottom nav bar, as many mobile applications have, so that the user can utilize the app in a way they are familiar with. Another way we make use of positive transfer is in vertical scroll views, where we give hints to the user to scroll down on some components, indicating that there is more content for them to view that could not originally all fit on the size of their screen. Perceived affordance is used through ways like the "plus" button, indicating that it must be clicked to reveal another action.